ABSTRACT

A computer-implemented or computer-enabled method and system is provided for working with streaming media, such as digital video clips and entire videos. Clips can be grouped together and snippets of video can be re-ordered into a rough cut assemblage of a video storyboard. Later, the video storyboard and the final video scene may be fine-tuned. The invention is not limited to digital video, and may also be used with other digital assets, including for example audio, animation, logos, text, etc.

Accordingly, computer-enabled storyboarding of digital assets includes providing a storage having digital assets, the digital assets including at least one digital clip, and each digital clip having frames including a key frame corresponding to the digital clip. Digital clips are selected to be included in a storyboard. The storyboard is displayed, including an image for the key frame corresponding to each of the digital clips of the storyboard. Preferably, the image is a low-resolution image representing the key frame for the digital clips. The storyboard may be modified and saved, including adding parts of digital assets to the storyboard, deleting digital clips from the storyboard, and re-ordering the order of the clips in the storyboard. The digital clips can be edited/adjusted, including adjusted the in and/or out time of each clip. The storyboard may be played, that is each digital clip in the storyboard is played in sequence.